

SOUTH BAY TRS-80[®] USERS GROUP

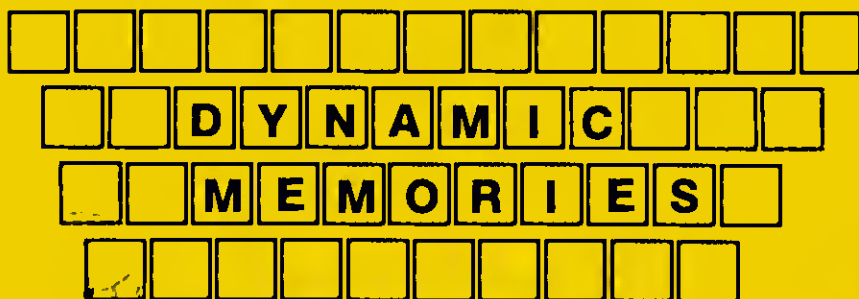
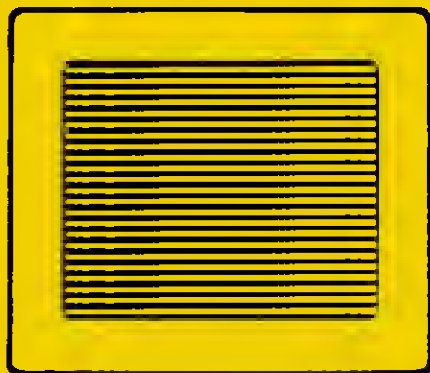
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DYNAMIC MEMORIESTM

*TM Tandy Corp. / Radio Shack Inc.

OCTOBER



SPACE BAR

SOUTH BAY TRS-80 USERS GROUP

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SBUG meetings are held the 3rd Tuesday of each month in the north-east corner of Dysan's building at:

5401 Patrick Henry Drive

Time--7:15 to 10:30 P.M. Santa Clara, Ca.

October 16, November 20, December 18

Topic of the month: The first half will be dedicated to new members, and to answering questions from those in the "non expert" category.

Eric Brewer will continue with "C"

The final half hour will be random access.

-----T
The first Wednesday of the month features a SIG meeting for Model 100 owners--same time, same venue

MEMBERSHIP

If you wish to become a member of SBUG and start receiving our newsletter "Dynamic Memories" then send \$18.00 (check/moneyorder) to the following address:

South Bay TRS-80 Users Group
P.O.Box 60116
Sunnyvale, Ca. 94088

or come to one of our meetings. If you also wish to communicate with our bulletin board system (SBUG-80) then include an additional \$25.00 for an account on the system. You must be a member of SBUG to have an account on SBUG-80. Please include your address and phone number. Thanks...

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If the need ariasea, feel free to give aoy ooe of ua a call.

THE EDITOR'S BYTES & BITES

With the announcemoot of the 1000 & the 1200, Tandy haa definitely joined the IBM world, never to return to its proprietary ayatema. Only Apple and Comodore amongat the majors still follow that lonely path. IBM haa woo the battle. Apple aod Comodore will have to compatiblize in the not too diatant future

What does thia mean to ua? There will be little or oo software written for the Modela I, III, IV, aod the CoCo. So what? What we need to fuoction in the moat diverse modes ia already available. If you can coovert your machioe to ruo CP/M there ia a world of (moatly free) software out there.

Finally, if you really have to run MSDOS, there will be boarda that will convert your Tandy to that overated system. Truat the hardware hackera for that. It will coat you a good \$700, but an IBM PC will run you, one way and aoother \$3,500. Rejoice. You've still got it made.

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NEVER GOOD ENOUGH

By Robert Byrd
SYSOP @ SBUG-80

There is much talk oo SBUG-80 cooceroing the new generation of computers. This leaves many members wondering what directioo they should take. Members read about all the oew systems with all their fancy frills and decide that they may have chosen the wrong computer.

I doo't know how other SBUG members feel, but I find my TRS-80 Model One operates quite nicely. "Works good sod lasts a long time." I always say. Unless I have a buay, growiog business, what good will it do to speed \$1000 to \$3000 oo a new system? I might decide that I need more memory to ioccrease the pnteoial of my spread sheet, or poasibly I might like to explnre the fascinstiog world of graphics. Wheo I thought of buyiog aooother computer, I sat back and carefully figured out why I wsoted a oew system. I decided that I was tryiog to keep up with the Jooseses, and I quickly found out that the Jooseses always seemed to be ooe step ahead of me. The Smiths, too.

Is this story the same for you? The poteotial of the older home computers goes well beyond the ooods of the average home computerist. Before you go out and sell your old computer for 30% of it's original price, sit back and make sure you have a clear picture of your computer needs. Who koows, msybe you are resdy to xpsod; although, it is more likely that your computer fits ynr ooods just fioe.

Rob...

SBUG'S PAST, PRESENT AND FUTU&E

By Robert Byrd
SYSOP @ SBUG-80

There seems to be a growiog coocern about the future of SBUG and SBUG-80. It seems thst the good old Tandy products doo't have quite the excitement sod mistery that they did io previous yrsrs. I attribute the ever slowing growth of SBUG to the fact that maoy of us are not as huogry for knowledge and software as we were in the begining. SBUG has beeo molded mainly around the Models I/III/IV, because many of the leaership positions are held by owoers of these models. Io no way is SBUG firmly saddled to these models; future leaers could meso future changes to the computers supported.

I remember the day wheo I first opened the box of my TRS-80 Model One. I was anxious to leasn everything I could about my mschieoe. I quickly leasned that I needed more than the cassette loading system to get the fullest potential out of my TRS-80. This is when I started asking myself questions. Where can I buy hardware? How do I hook it up?

Where is there a cheap source of software? Obviously, Radio Shack was not the answer. It didn't take long before someone told me about SBUG. This was back in 1980, and I now own software that I have yet to load and look at!

SBUG has always been a good and patient teacher. There was always good advice and support from its members. Without SBUG, I don't know where I would be. Certainly, I would be much more ignorant about TRS-80 computers. I believed in SBUG, so much that I decided to help the group by volunteering some of my time.

SBUG was in great need of a newsletter editor at the time, so I volunteered for the job even though I knew nothing about word processing and didn't even own a good word processing program. I will be the first to admit that my first few newsletters were crude, but I quickly caught on. It was this "need to know" that got me off my duff and made it possible for me to be the computerist that I am today.

Why do I say all of this? It is with the hope that it will inspire the future leaders of SBUG, because every member who asks questions, uses the libraries, or communicates with SBUG-80 owes SBUG something. Payment can be made easily by contributing to the libraries, writing articles for the newsletter, encouraging your group leaders with constructive criticism, or helping to arrange interesting topics of discussion. For if SBUG dies, it is no one's fault but your own. SBUG needs more than just money; she needs people. People like you, so pass the word:
"SBUG IS ALIVE AND WELL!!!!"

Rob...

All of the following are owed to the ageing eye, flying fingers, and dedicated labor of Ian Webb.---Ed.

CABRILLO COMPUTER SOCIETY MODEL I,III,4 SIG TECHNICAL NOTES
 Edited by Dave Owen

READ 512-BYTE SECTORS WITH SUPERZAP
 Contributed by William F. Terrell from the
 Rochester S-80 Computer Club Newsletter

Have you tried to read IBM PC diskettes with SuperZAP? If so, you have noticed that your TRS-80 goes berserk after reading one sector. If you make some minor patches to a copy of SuperZAP and fix your PDRIVE specification, you'll be able to use it in conjunction with DEBUG to access larger than 256-byte sectors. Here's how.

First, why the difficulty in reading IBM PC diskettes? It is because the PC uses 512-byte sectors and SuperZAP has provided only a 256-byte buffer. When you read in a

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sector from a PC diskette, the last 256 bytes overwrites part of SuperZAP. Hence, a crash!

My solution is to move the SuperZAP buffer (presently at 5300H) to a new location which has the following 256 (or more) bytes unused. I chose the location 8000H. To make a copy of SuperZAP with the relocated buffer, use SuperZAP to change every occurrence of bytes 00 53 to bytes 00 80 in this copy.

Next, set your PDRIVE specifications for the drive you will be using for the PC diskette. Use SPT=9 to set for the nine sectors per track of PC 2.0; or use SPT=18 if you have a double-sided drive. Obviously, you will not be able to read the back side of the PC diskette without a double-sided drive. Set the 'I' flag. You're ready to go!

Use SuperZAP in the usual fashion. Note that the first track is zero and the first sector is zero. As you pass through the PC diskette you will see the first 256 bytes in each sector. To see the last 256 bytes in a sector, use the 1-2-3 keys to invoke debug. Set the DEBUG display for 8100h with the 'S' full screen display. Hit <G><ENTER><ENTER> to return to SuperZAP's display of the first 256 bytes. Don't expect the DFS function to work since the PC directory is different than TRSDOS'.

You should be able to patch any IBM PC file section as follows: First, modify the last 256 bytes of the sector while in DEBUG. Next modify the first 256 bytes while in SuperZAP. The patch can be written to disk in the usual manner using the SuperZAP MOD command whether or not you actually made a change to the first 256 bytes.

HOW FAST IS YOUR MODEL 4?.....by Fred Oberding
Marin County TRS-80 Users Group

I would like to have all Model 4 owners try the benchmark programs listed in the article "Marking Time" by Beve Woodbury, in the May '84 issue of "80 Micro" magazine.

I keep hearing that there are Model 4's and there are Model 4's, and they aren't all created equal. Some owners are saying this and some are saying that. I tried the benchmark test and my Mod 4 sure beat the scores that the author got, except for Test No. 9.

The results I obtained are as follows:

1	2	3	4	5	6	7	8	9	10	11		
6	19	55	55	58	105	167	118	25	12	11	12	13

By comparing the times I obtained above with Table 2 in the article you can see that my Mod 4 would have moved up to third place behind the Macintosh, except for Test Nos. 9 and 11 where it remained essentially the same.

I would appreciate hearing from you so we can compile a comparison of the different Model 4's. Please include the revision number of your logic board and whether U3 on your 8 or C board has P/N 8075766 or 8075166? Also which version of TRSDOS or DOSPLUS you are using.

The address is: Marin County TRS-80 Users Group
120 Lincoln Drive
Sausalito, CA 94965

REVERSING MEDIA ON SINGLE HEAD FLEXIBLE DISK DRIVES

from information supplied by Dysan Corporation and published by the Greensboro Eighty Microcomputer Society

There has been a tendency by some end users to economize by attempting to use the media on both sides in a single head disk drive. We must not lose sight of the fact that the value of the data stored on diskettes exceeds the cost of the media by a wide margin. Loss of data on either read or write means time delays, reconstruction of lost data, and customer dissatisfaction with the system, drive and/or media manufacturer. All of this can be avoided in advance if the end user is made aware of the why and why not.

Head Shoe and Pad Operation

The relationship of the head to the media is such that when the jacket is properly inserted, and all interlocks are satisfied, the head is loaded onto the media on the recording side, and a felt loading pad is applied to the non-recorded side. In normal operation, a gradual build-up of oxide will accumulate on the pressure pad. There might even be some wear on the non-recorded side due to a scouring action of the oxide impregnated pad. If the media is reversed, the scouring action will now occur on the prime recorded side, and the previously scoured side is now presented to an abrasive wearing by the contaminated load pad. Since this data is not read, there is not any means of detecting the amount of wear or the loss of data. While a catastrophic failure might not occur, it is possible that some drop-out or other read error might go undetected. Worse yet, is the possibility that the error condition might be intermittent, which makes the entire operating system suspect. Another adverse effect of reversing the media, is caused by reversing the direction of rotation of the media against the pressure pad. This reversal of direction is apt to 'break off' any build-up of oxide particles. This presents a potential loose contaminant situation. The net effect of this reversing (or flipping) action over a period of time is to reduce performance and increase the probability of drop outs and errors.

Diskette Tensioning

On most floppy disk drives, when the diskette is properly inserted and operation has begun, pressure is applied to the jacket on both sides so that proper tension is created on the flexible media prior to the recording head. This also provides a wiping action of the liner material against the flexible media. When the jacket is reversed (or flipped), the direction of rotation is reversed, breaking loose any extraneous particles built-up by prior wiping action. Thus, reversing the media increases the probability of extraneous contamination and again increases the possibility of errors.

Two Head Drives

The above problem areas do not occur on two head drives that are designed for two-headed applications. On a two head drive, the pressure pad has been replaced by a second head mounted in a ceramic shoe. The operation now consists of head-medium-head relationship. The soft pressure pad with possible oxide build up has been eliminated. The diskette tensioning apparatus is the same on one and two head drives. Since media spin direction is not reversed by flipping, the oxide break off problem does not occur.

Summary

The foregoing summarizes the reasoning by Dysan and major OEM suppliers of diskette drives to not recommend two sided media for one head drive application. Dysan feels that the potential operating problems would make an unwarranted reflection on our reputation by using media in an unsuitable manner. When IBM introduced the 3740 diskette, they intentionally interlocked reversal possibilities by offsetting the index hole from the centerline. IBM does not make a reversible diskette. Dysan does test and supply two sided media for operation in two head (two sides) disk drives.

UNKILLING FILES IN TRSDOS 1.3.....by Dale McClure

When you kill a file you only alter the directory entry, the hash index table, and the grnule allocation table. The file is still on disk, and if you haven't written to the disk (too much) you can recover most or all of the file.

Most DOS's kill the directory entry by zeroing one byte. TRSDOS 1.3, in Tandy's infinite wisdom, zeroes all 48

directory entries, Fortunately, it does so by zeroing the first byte and then using the LDIR function with a byte count of 47 to move that first zero into the other directory by 01

We can correct this procedure by the changing 47 to 01, thus only the first two bytes will be zeroed. Use your disk zap utility to change by b9, sector 14, track 16 of a TRSDOS 1.3 disk from 2FH (47) to 01.

To unkill a file just zap a 10H into the first byte of the directory entry (the second byte isn't used and can be ignored). If you are using Super Utility Plus, use the repair section replace the HIT and GAT entries and you are through. If you don't have SU+, use the techniques in Pennington's "TRS-80 Disk and Other Mysteries" to recover these entries.

NEWDOS/80 TIP.....by R. Barto
Reprinted from the "NY88LER"

If you use NEWDOS/80, bypass the time and date prompt, and use the command 'FORMAT' you will notice that the disk will have the name "NOTNAMED" and a date of "00/00/00". You can change both of these with the command "PROT Name=Newname Date=Newdate", but if you want to have a new default name, you can, with the added feature of lowercase and punctuation. Using Superzap, enter DFS, then SYS6/SYS, then MOD 3D. You can change all bytes to byte 44H (8 bytes) to whatever you want. Do not change the "8" at 3C, only 3D-44 replacing the word "NOTNAMED". The entries must be in hexadecimal, and you can use the trial and error method if needed. I use "8ob'sfmt" and love it.

SCRIPSIT TIP.....from DIME June 1984

For Model I & III Disk Scripts: Load Superzap, type 'DFS', answer 'SCRIPSIT/CMD', answer relative-sector-within-file by typing 19. For Model I, type MODE5; for Model III, type MOD57: change C3 00 00 CD to C3 2D 40 CD. This returns your system to DOS READY after typing END rather than rebooting.

RADIO ROM CHECK SUMS..from Marin County TRS-80 Users Group

Model I ROM Checksums:

Description	Rom A	Rom B	Rom C
Level I	5A51,5DOC	9F9A,99C2	
LEVEL II	AE5D,AE60	DA84,DA45	4002,408A,40E0,3E3E
LEVEL II (REV A)	8078	DA45	4006

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COLOR COMPUTER ROM CHECKSUMS:

COLOR BASIC 1.0 - 9505	COLOR BASIC 1.1 - E54B
COLOR BASIC 1.2 - 5917	EXTENDED BASIC 1.0 - 2206
EXTENDED BASIC 1.1 - 3338	DISK BASIC 1.0 - 278A
DISK BASIC 1.1 - EDAA,EDC9	MC BASIC - 8FFE

MODEL III ROM CHECKSUMS:

LEVEL I	88C4	DA75	407C
LEVEL II	9639	407C	2B91,2EF8,2F84
NETWORK III	9639	407C	2764,676A

MODEL 4 ROM CHECKSUMS:

STANDARD	8BC4,DA75	407C	1591
VERSION A	8504,DA42	407C	48BC
NETWORK III	8523,DA42	407C	488C

Note: ROM A is checked in two parts. You should always receive two ROM A checksums, when running Model 4 memory diagnostics.

CALCULATE ON YOUR COMPUTER.....by Frank Jansen
Tampa Bay TRS-80 Users Group

I'm stubborn, or maybe just stupid, but when the software I have won't do the job that I want, I decide to spend the time to write new software that will do what I want, the way I want it done. That is the genesis of my CALCPAD program. A simple BASIC program that will not do anything fancy; it will just add, subtract, multiply, and divide numbers; but it will keep several on the screen while you are working, and you can run it with your printer and keep an adding machine tape of your computations.

I added a HELP file instead of documentation. I fixed the +, *, and / keys so that you could use either upper or lower case--eliminating a lot of SHIFTing. The printer function can be turned off, or on, at any time. You can store or recall a value at any time. Recalling a value will only show you what the value is--it will not enter it into your calculation, it does not accumulate in storage. I could have done this differently, and could have added a constant feature, but I wanted to keep it short and simple.

CALCPAD works on anything that will accept BASIC (if you are using TRSDOS 6.1.1 you may have to take out the PRINT USING statements because the change of the ";" to a "," may be worse than not lining up your decimal points). When printing the adding machine tape on a printer, the

program ataggera the input figurea and the aubtotala by one apace. You may want to change this by adding or abtracting apaces in line 200. As preaented, the program will print numbers up to 99,999.9999. If you prefer a different format for the numbera, change the value of X1\$.

I hope you find that aa useful aa I have, and now you can throw away that old adding machine and get a little more uae from your computer.

```

10 CLS:PRINTTAB(22)"CALCULATOR PAD":PRINT:PRINT:PRINT
20 X1$="##,###.####"
30 X=0
40 PRINT@1000,"+ ~ * / = P N S R H"
50 X$=INKEY$:IFX$="" GOTO50
60 PRINTX$
70 IF X$="-" THEN PRINT "TOTAL ";X:IFP$="Y" LPRINT"TOTAL
";USING X1$;X
80 IF X$="-" INPUTY:GOTO 30
90 IF X$="P" THEN P$="Y":GOSUB 200:GOTO 40
100 IF X$="N" THEN P$="N":GOTO 40
110 IF X$="S" THEN S=X:GOSUB 200:GOTO40
120 IF X$="R" THEN R=X:X=S:GOSUB 200:X=R:GOTO 40
130 IF X$="H" THEN 220
140 INPUT X1
150 IF X$="+" OR X$=";" THEN X$="+":X=X+1:GOSUB200:GOTO40
160 IF X$="-" TNEN X=X-X1:GOSUB 200:GOTO 40
170 IF X$="*" OR X$="." THEN X$="*":X=X*X1:GOSUB200:GOTO 40
180 IF X$="/" OR X$="?" THEN X$="/":X=X/X1:GOSUB200:GOTO 40
190 PRINT "ERROR":GOTO 40
200 PRINT " ";X$;" ";USING X1$;X1:PRINT " ";USING X1$;X:IF
P$="Y"THEN LPRINT " ";X$;" ";USING X1$;X1:LPRINT"
";USINGX1$;X
210 RETURN
220 CLS:PRINTTAB(25)"HELP FILE":PRINT:PRINT
230 PRINT"For aimple addition, abtraction, multiplication
and division - enter the aign of the firat number, enter
the number, presa enter, then the function to be performed,
by the aecond number, etc.";
240 PRINT" EITHER UPPER OR LOWER CASE CAN BE USED FOR +,
*, OR / BUT NOT FOR - OR .":PRINT
250 PRINT "If you enter = the total ia printed & the
regiator ia cleared."
260 PRINT "P turna on the printer. N turna off the
printer.";
270 PRINT " S atorea the laast value printed. R recaila
the value atored - IT DOES NOT BECOME A PART OF YOUR
CALCULATION UNLESS YOU RE-ENTER IT FOLLOWING A FUNCTION
SIGN.":PRINT
280 PRINT"N ia where we are now. ";INPUT "Hit <ENTER> to
return to calculator";Y:CLS:GOTO 40

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OPERATING AT 4MHZ IN THE MODEL III MODE

Address 16912 contains the Port 236 bit map which is used by ROM routines to enable or disable video waits, the external input/output bus, the alternate video character set, the mode selected (large/small characters), and the cassette motor on/off. Bit 6 is not defined in the Model III and is used to enable or disable the fast clock speed of the Model 4. Therefore, to turn on the fast clock during Model III operation set bit 6 by using POKE 16912,64 while in BASIC. When the READY prompt is again displayed, the ROM routine has interrogated this address and set the clock speed high. Using POKE 16912,0 or pressing the reset button will restore conditions to Model III default.

This POKE assumes that no other conditions have been set. To proceed more safely, first PEEK (16912) and multiply the result with 64. This will leave other bits in their current condition and change Bit 6 (unlike POKE 16912,64 which turns off all other bits). To implement the fast clock immediately (without waiting for the READY prompt), use OUT 236,64 or OUT 236 and the result of the PEEK.

This procedure works with all Disk BASICs as well. If disk I/O is involved with your program, however, further steps are required. In LDOS the SFLAG\$ Bit 3 must be set; in TRSDOS SPEEDSW/CMD must be run (see the May 1984 issue of "Micro Info Exchange" for the program) and in NEWDOS the System Switch BJ must equal 2. Also note that LDOS 5.1.4 and DOSPLUS 3.5 have the facility to boot the system in the GFDt speed in the Mod III mode.

CHOOSE YOUR NEXT COMPUTER

By Gerald F. Mc Kee
(Past) Disk Librarian

If, as I did, you found your older Model I was too unreliable to tolerate, you may have chosen to go to the (then) latest thing, the TRS-80 Model III. With Disk II and RS-232 features, it was hard to beat, but along came the TRS-80 Model IV. Choosing between the III and the IV is a bit more difficult. Few REALLY need the Model 4's extra features or options! The reason to choose the IV, I NOW, is its price and if you lack ANY computer in your home. If this is your status, then the Model IV is the way-to-go! If you wish to save a buck, don't need the latest, never will do graphics, nor write books, you would do well to shop for the Model III that is being offered below the latest Model IV price!

One needs a home business just to survive the income tax process these days, so the justification for any

computer is quite possible for that purpose. To take full advantage of it's purchase the older TRS-80 should be kept for backup, and the newly justified Model IV or 2000 purchased outright. You can also lease (with option to buy) when you have a business license. With leasing, all of the lease payment can be deducted as business expense. It is best to get all the modems, printers, cables, furniture and software you need at this time to make yours a business-ready system.

What business should you enter into? There are many possibilities. Just recently I answered an ad for a computer Bulletin Board listing service to advertise RV and summer rentals. Do you have a skill? Someone needs your services! Anyone in the family have a craft product? The possibilities are endless. Best of all, you don't have to make a profit immediately!

I sell certain computer components. My first purchase of the components was @ 25c per PC board. They are offered at \$3 to \$6 with some diagrams/instructions. I offered a free conversion instruction for upgrading the 8K model to 48/64K in exchange for a large stamped pre-addressed envelope. Guess where I got my mailing list of QUALIFIED buyers!

The point is, You Too can get the system you want, and you don't even have to NEED it, just justify it!

GMCKEE

WHERE TO THE SBUG?

The question was raised "Where is everyone?" at the last couple of meetings. The answer is not so simple. We are experiencing all the same problems and self-critical guilt of the average group, during the Summer Doldrums.

1. It's everyone's vacation time.
 2. Visitors are in town.
 3. I'm working late.
 4. I'm out of work.
 5. School is too heavy.
 6. I was studying for a test.
 7. The meetings are too advanced.
 8. The meetings are too basic.
 9. My Computer is down.
 10. I moved.
 11. No money.
 12. I missed my Dynamic Memories.
- And so it goes. Most excuses are pretty dull!

Those who come out in spite of the above, enjoy themselves. New members show every meeting, because they have expectations of learning something. Those with a problem come, and usually find a solution, or a shoulder to cry on.

SOUTH BAY TRS-80 USERS GROUP

The thing is, we need each other, not the club nor DYSAN. Excuses 2 through 6 are hard to do much about (except to ignore them and come anyway), 7 & 8 are being worked on, as the September meeting bore witness. Numbers 9 through 12 apply to all of us at one time or another, but still we COULD have come, had it seemed important to us at meeting time. Excuse 12 will be taken care of if:

- a. You get your articles in on time for publication.
- b. You get your correct address on the Mailing List.
- c. The editor gets help with labels, either from the current Treasurer, or some volunteers to do the label printing and stamping!

I submit the problems of publication, label production, stamping and mailing could be coordinated and expedited via the SBUG BB! This would solve number 12 for all time.

Excuse 7 & 8 is YOUR problem! You need something else in the way of information, more basic or more advanced, but do not rush to ask for it at the open forum of the SBUG meeting! You know something (which others are seeking to learn) which you could share. The steering committee has tried several times, over the years, to screen the membership for the interests, skill levels, equipment & systems used, in order to tailor the presentation to feed our hungry information banks. The effort helps for a short time, however the info goes stale rapidly. It MUST be updated often to keep it DYNAMIC! Input is needed, on a continuing basis!

WHAT DO YOU WANT? To learn? To hear? To see? To try?

Anything presented which offends you? Every presentation has something of interest to at least one other person, some (which we really need to learn) would fill a void for most of the audience. Particularly the audience which is staying away in droves! The suggestion was made to start the meetings with a presentation for the beginner in computing, opening random access for a period and closing the meeting with the advanced presentation. It seems to be a viable format, from the success of the last meeting. It also allowed the audience to leave before getting in over their heads, if they wished.

The question of tailoring our forum is one we CAN do something about, collectively! Use your SBUG BB to input what you need or want to hear! Address the request to ALL, with a 'REGARDING' entry of SBUG meeting, and flail away with those questions, problems, ideas, tips, solutions, new products you've tested or witnessed that are worthy of (and/or) need to be shared!

OCTOBER 1984

I'm no spring chicken. Began in Electronics in 1939, in Broadcast in 1948, in Computers (NOT COMPUTING) in 1975. I can handle Basic at beginner level, CP/M a little lower level, Fortran on a batch Mainframe machine. I cannot handle machine or assembly languages. 'C' is over my head, as is Pascal, Forth, and OMIKRON too. I NEEEO Home Budgeting, Checkbook, Inventory, Tax filing, and something that will load the dishwasher!

What do YOU need?

Gerald F. Mc Kee
GMCKEE

<Message from DON at SBUG-BO 09/21/84 22:52:37>
RE: Ribbons - Re-Ink
Read command :

Have you ever thought about re-inking your ribbons? I did and went away for one of those ribbon inker machines. It works great!. The ribbons now print better than when they were new.

There were two versions advertised, a manual and another with a motor. I purchased the manual inker and it takes about 5 minutes to ink a ribbon for my Daisy Wheel II. If you have a need or want to try it out - give me a message.

. . . . OON

Read command :

<Message from BICH at SBUG-BO 09/22/84 12:55:07>
RE: 5"1/4,1/2 height,SS/DO Shugart drive for \$65.00 !!!
Read command :

Hi guys,
I just saw brand new Shugart drive ALPS F002124 (5", 1/2 height, SS/DO, TRS 80 compatible on sale for just unbelievable price: \$65.00+tax at HALTEO SPECIALTIES in Sunnyvale. Also available are switching power supplies (-12,+12,5V) at \$17.50!! These PS are ideal for drives or can be used as work bench PS. I think they are very good prices. People bought them like mad. If you also believe they are good deals, you better hurry up because Halted has few left.

Good luck,
BICH.

<Message from IANWEBB at SBUG-BO 09/26/84 16:40:25>
RE: MODEL I KEYS
Read command :

If you give me a few days, I think I can come up with some Model I keys. Ian 867-9533

South Bay TFS-80 Users Group
P.O. Box 60116
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FIRST CLASS MAIL